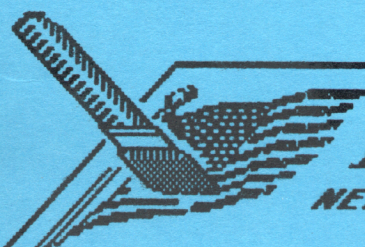


Qwik Pix™



THE FLAG CO.
123 NASHVILLE HIGHWAY
NEW RIDGE, GA 99999

**put print shop™
graphics
into atariwriter!
™**



WHITE LION SOFTWARE
P.O. BOX 357 RIDGE, N.Y. 11961

A GUIDE TO QWIK PIXTM

BY
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THIS GUIDE WAS WRITTEN BY IRA BRICKMAN

PUBLISHED BY:



WHITE LION SOFTWARE
P.O. BOX 357 RIDGE, N.Y. 11961

A GUIDE TO QWIK PIX

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INTRODUCTION

Qwik Pix is a unique Atari product. It will take Print Shop graphic pix and convert them into a form which can be used in Atariwriter or Atariwriter Plus. Neither of these word processing products was designed for printing graphics. Neither has previously been capable of printing graphics without a lot of work and understanding of printer graphics.

Now Qwik Pix makes it all easy. Qwik Pix, like Print Shop, has been designed so that you can use it without a manual at your side. With this in mind, this manual has been structured to provide guidance when you don't quite know what to do. Its sections include:

1. How To Get Started
2. Abbreviations & Definitions
3. Guide to Qwik Pix Use
4. Using Pix in Atariwriter & Atariwriter Plus.
5. Technical Considerations

Qwik Pix was conceived, designed, and programmed by Brad McCall and Ira Brickman. Although they know each other well, the authors of Qwik Pix have never met. Brad resides in Georgia, while Ira lives in New York. All development of Qwik Pix was accomplished over the telephone by modem transfers between the programmers.

If you wish to contact the authors, or have any comments, or questions, write to:

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HOW TO GET STARTED

Before you begin gather together the following:

1. The Qwik Pix program disk.
2. Print Shop Graphic Library Disk(s),
and/or
your own custom Print Shop "Save" disk on which you have save Print Shop graphics
and/or
the Print Shop (and/or PS Companion) program disk(s)
3. The disk(s) on which you save your Atariwriter text files
and/or
blank disk(s). (Qwik Pix will format disks for you)

Here are the steps to load Qwik Pix:

1. Turn on your disk drive and wait for the "busy" light to go out.
2. Insert the Qwik Pix program disk, face-up, into your disk drive.
3. If you have an Atari 800, remove any cartridges. If you have an XL/XE version of Atari computers, remove any cartridges and hold down the OPTION key.
4. Turn on your computer. (XL/XE: once you hear the program loading, you can let go of the OPTION key).
5. Qwik Pix is now loading and the desktop will appear, with the opening credits, once the program begins.

ABBREVIATIONS & DEFINITIONS

We put these here so the you will be familiar with them when you first begin using Qwik Pix.

PS = Print Shop
AW = Atariwriter
AW+ = Atariwriter Plus
D1 = Disk Drive #1 (D2= #2, etc.)
AW DISK= Disk to save pix & text files

PIX: the graphics, or small pictures which are used in Print Shop, and which, Qwik Pix converts to Atariwriter use.

DEFAULT DRIVE: The disk drive number which Qwik Pix looks for. You set the default drives at the beginning of Qwik Pix.

CONVERT/CONVERSION: The process of making Print Shop pix useable in Atariwriter. There are two types: normal and compressed. Compressed is used when a pix is too wide for Atariwriter Plus.

LABEL WITH DATA: A converted pix with up to three lines of text to the right.

LABEL WITH OPT/INS: A converted pix with a special "tag" to the right of the pix. This tag permits you to manually enter text when the pix is printing. Or, and more importantly, you may enter the name of a file

which has text in it (like an address list) and Atariwriter will include the text automatically.

DOUBLE WIDE: This is a print style which is larger than normal. It is useful as the first text line of a letterhead, or in headlines, or titles.

GUIDE TO QWIK PIX USE

Qwik Pix uses certain keys in the same way throughout the program. RETURN will always take you to the next part of the program. The ESCAPE key (upper left of keyboard marked "ESC") will always exit the part of the program you are currently using. Sometimes ESCAPE will exit a displayed message, and return you to what you were doing before the message. Sometimes ESCAPE will exit what you were doing so you can start over or start something else. The important thing to remember is that RETURN means to go forward and ESCAPE means to go back.

Default Drives:

At the beginning of Qwik Pix, you will be asked for the disk drive into which you will be putting your disk of Print Shop pix. Answer with the number of that drive. Then you will be asked which disk drive will have the disk for storing converted pix for Atariwriter. Answer with the number of that drive. Your answers will be displayed. If they are correct, press RETURN. If not, pressing ESCAPE, or any other key, will go back and ask you these questions again.

Print Shop pix disks are in a different format than disks formatted by an Atari DOS. Only disks containing Print Shop pix should be used in the CONVERT option. Only Atari formatted, or blank, disks should be used in the DISK/FILE option. The BORDER option uses only the Qwik Pix program disk. Don't worry, Qwik Pix displays messages to remind you which disk belongs where.

If you wish to change the default drives, you can at any time from the blank desktop. While holding down the Control key, press "D" (for "Default") and the default questions will reappear.

The Desktop and Main Menu

When you first load Qwik Pix, you will see the type of display which has lately been proven to make a program, or computer, easier to use. It is like the top of a desk, on which pieces of paper can be laid down.

At the top of the Qwik Pix desktop, you will see the Main Menu. The menu options are: Convert, Borders, Disk/File, and Help. Choosing one of these options is as easy as pressing the first letter of the option. the letter "C" will start the convert option, "B" the Borders option, etc.

Once you have chosen an option, a partially-opened menu box will drop down beneath the option you have chosen (HELP is the exception to this). There will always be a message telling you which disk and which drive to use. Check to see if the proper disk is in the proper drive. If it is, press RETURN.

If you pick HELP directly from the blank desktop, a help-box will appear with a menu of choices. ESCAPE will exit the help-box menu.

If you have chosen the wrong main menu option, hit ESCAPE, and you will be on the blank desktop ready for your next choice.

"CONVERT"ing Print Shop Pix

PLEASE NOTE: If you need to format blank disks to save converted pix, or want to know how much free space is on your Atari (not Print Shop) disks to store pix, use the Disk/File Option BEFORE you convert pix.

When you choose "CONVERT", the message will be displayed telling you which disk drive should contain your Print Shop pix disk. the drive number is displayed as "D1" for drive #1, etc. If the Print Shop pix disk is in correct drive, press RETURN. If you need to change the drive number, press ESCAPE. Then use Control-D to reset the default drives.

PLEASE NOTE: The Print Shop and Print Shop Companion program disks will not work with Qwik Pix, even though those disks have pix stored on them. If you wish to use those pix, call them into the Print Shop Graphics Editor and save them onto your own Print Shop "Save" disk.

When you press return, Qwik Pix begins looking at the disk. It will display the names of eight Print Shop pix at a time. If you don't see the one you want, press RETURN and Qwik Pix will display eight more. Want to change the disk? Hit ESCAPE, put the new disk in, and pick the CONVERT option again.

Next to some, or all, of the pix names, you will see a check mark. This mark means that the name IS a pix and not some other type of Print Shop file (Screen Magic, font, etc.). Choose only those names listed which have a check mark.

To choose a pix, press the number listed next to the name of the pix. Qwik Pix will display it in the pix frame on the desktop.

If this is not the correct pix, press ESCAPE, and start over again. Press RETURN if the pix is the one you want.

You will then be presented with a series of options. First, the type of conversion. (See "Compressed" in "Definitions". Next, you will be asked what format to use: pix, letterhead, or label (See "LABEL" in "Definitions" for further explanations). If you have not chosen "pix", you will be asked if the first line of text, next to the converted pix, will be single- or double-wide. For "letterhead" and "label with data", you will then be given space to type in the words you want next

to your pix.

Lastly, you will be asked for the filename you want use for your converted pix. The default Atariwriter drive will be displayed. If you wish to use another drive, backspace to the drive number, change it and then type a colon, followed by the filename. After the filename is entered, press RETURN and your pix will be saved to the disk in the drive of your choice.

Sound hard? Actually, the whole process will only take you a minute after your Print Shop pix disk is read. QwIk Pix converts Print Shop pix in under 8 seconds!!

Add a "BORDER"

Special borders have been designed which will work with most Epson 100% graphics-compatible printers. Although these borders can be used at the bottom of a letterhead, you can add a border to the end of any Atariwriter or Atariwriter Plus text file using the "Border" option of the Main Menu.

Put the QwIk Pix disk in the drive shown after you have chosen the "Border" option of the Main Menu. Press RETURN. You will see six borders displayed, numbered "1" thru "6". Press RETURN to see six more.

Press the key with the number of the border you wish to add to your letterhead, etc. The disk drive will whirl for a few seconds. You will be asked the name of the file to which the border will be appended. Type in the name. You can change the drive as described in "CONVERT". IF YOU DO NOT CHANGE THE DRIVE NUMBER, MAKE SURE YOU REMOVE THE QWIK PIX PROGRAM DISK AND INSERT THE FORMATTED ATARIWRITER TEXT FILE DISK CONTAINING THE FILE YOU WANT. (To examine the disk, use the "Disk/File" option from the Main Menu).

If the filename is correct, press RETURN. Your pix, or text file, now has a border after it.

The DISK/FILE Option

This option works like DOS and is fairly self-explanatory. It permits you to view files and free space on disk. It also permits you to delete unwanted files, and to lock or unlock files. Finally, it permits formatting of blank disks for use in saving converted pix.

"Disk/Files" uses the drive you designated as the default for Atariwriter pix files. This default can be changed using Control-D as previously discussed.

The "Directory" option has a feature with which you may not be familiar. Locating a specific file, when you have a lot of files on a disk, can be a chore. QwIk Pix makes it easy. Just type in the name of the file and press RETURN. After you answer "Are You Sure?" with a

"Y", the files on disk will be displayed. If the file is not on disk, only the number of free sectors will be displayed. This is a lot faster than looking through all the files a few at a time.

All options, except "Format", permit the use of wildcards, just like any regular Atari DOS. A "*" may be substituted for a group of characters or an entire name. A "?" may be substituted for a single character. BE CAREFUL if you use wildcards when deleting files. You may delete more files than you intend.

How About Some "HELP"

Pressing "H", from the blank desktop, will bring up the help-box menu. Choose the number of the type of help you want and a message will be displayed. Press RETURN and another message will appear. ESCAPE will return you to the help-box menu. ESCAPE again and the help-box will disappear.

This is not the only way to obtain help in Qwik Pix. If you press "H" after you have chosen an option from the Main Menu, a help message will appear. The message will depend on whether the menu box is partially- or full-opened and will relate to what you need to know in the part of Qwik Pix you are currently using. This type of context-sensitive help is seldom available in Atari programs. We only wish that memory limitations hadn't kept still more help from being included in Qwik Pix.

USING PIX AND BORDERS IN ATARIWRITER & ATARIWRITER PLUS

Using your converted pix, or letterhead is as easy as loading it in and printing it right away.

Letterheads and Labels

If you have created letterhead, you can add a letter to it simply. Load in your letterhead and then choose "Edit". Don't be concerned about the "jumble" you see on the screen. That is your letterhead. Hold down the SELECT key and press "B". This will take you to the bottom of your letterhead. You can start typing as you would at the beginning of any text file. When you are finished, press ESCAPE and print. You should have a letter complete with letterhead, ALL IN ONE PASS. And you can use your letterhead again and again.

Labels "with data" are just as simple. Load it into Atariwriter or Atariwriter Plus and choose the print option. When you are asked "How many copies", enter the number of labels you want printed. Press RETURN and your printing will begin.

Labels with OPTION-INSERT are for manual text entry or "Mail Merge". Your Qwik Pix converted pix treats this the same as if it were in a regular text file. See your Atariwriter or Atariwriter Plus manual for more information about using OPTION-INSERT. Remember the special OPTION-INSERT character has already been added by Qwik Pix.

Changing Things Around

As in all word processing, you can change things around before your final printing. For you Qwik Pix converted pix, this means:

1. You can manually add text after (or before, which is a little harder) a pix you want in a paragraph.
2. You can put more, or less, space between letterheads and borders, or between borders and the body of your letter. Just add, or erase, RETURNS before the border, or after it. To put more space between a pix and text, just add spaces before the text (See the "Text and Pix" section that follow).
3. You may be able to adjust a pix, or border, to work correctly if your printer is not Epson 100% graphics-compatible.
4. Load a label with "data" (or with the OPTION-INSERT) and use the "label" in a paragraph instead. Load a label into the middle of a letter, remove the printer command just following the last block and use it as a paragraph. (Each "block" begins with Control-O 8).
5. You can manually add a border anywhere in your text. To do this, put the cursor where you want the border to begin. Now hold down the OPTION key and press "L". At the bottom of the screen, you will be asked the name of the file you want to load. Insert your Qwik Pix disk. Type "D", followed by the drive number, followed by a colon. All 12 Qwik Pix borders have filenames in this format: BORDER1.PLS, BORDER2.PLS,...BORDER12.PLS. Type in the filename and press RETURN. Your border will be loaded in.

Text and Pix in Atariwriter (or Plus)

As we have mentioned, both Atariwriter and Atariwriter Plus were NOT designed with graphics in mind. We have been able to work within the limitations of putting graphics where words are expected in most cases. You can work manually, in Atariwriter and Atariwriter Plus, to either get the effects you want, or to make your pix print correctly.

All it takes is knowing what you are seeing on the Atariwriter editor screen. If you are looking at a Qwik Pix converted pix, or border, what you will see will, at first, look very strange.

Let's start with a test. From Qwik Pix, convert (use "normal"), and save a pix. Boot Atariwriter or Atariwriter Plus as you normally would and load in the pix.

Choose the "Edit" option. What you see is a lot of inverse "O"'s (or computer typestyle "O"'s in Atariwriter Plus), a lot of numbers, some letters, and generally, what looks like a mess. Press ESCAPE and print the pix. You should have the pix printed in no time at all. If the printer stops and everything looks frozen, go now to "Technical Considerations". We have used hundreds of pix, and, unless you are very unlucky, everything should print fine.

Now choose "Edit" again. Start moving down the screen using the down arrow key (Control-"="). Notice that there are blocks of the "O's, numbers, letters, etc. Generally there are from five to eight blocks. Each block ends with a bent arrow symbol. This is how either version of Atariwriter shows a RETURN.

Put the cursor on a RETURN symbol of a block that is somewhere towards the middle of the pix. Press the SPACE BAR once and type in your first name.

Now press ESCAPE and print the pix again. Your name should print next to the pix. This is how you can add text manually to the right of any pix.

Putting text to the left of pix requires some figuring on your part. As an example, let's imagine that you want to print "Sally, I luv you!", but instead of "luv", you want a heart pix to print. Count the number of letters AND spaces before "luv". In this case there are 9 letters and spaces. Now pick a block where you want it to print. In other words, pick where you want the words to print: the top of the pix, the middle, or the bottom. Now type, "Sally, I " at the beginning of the block (notice the space at the end).

Now go to the top of your pix and look for the left margin setting. It will be the number next to the inverse "L" in Atariwriter or next to a computer-look "L" in Atariwriter Plus. Go back down to the block that now begins with "Sally" and press Control-L and put in the same margin number as is used at the top.

For every other block, you now need to reset the margin to start nine characters to the right of the "Sally" margin. If the "Sally" margin is 3, then every other block must begin at a margin of 12. Set the margins for the other blocks using Control-L and the number. Your message and pix should print correctly.

The limitation on adding text is the length that Atariwriter will allow in one line before there is a RETURN. If you add too much text, your printer will stop and Atariwriter will freeze up (see also "Technical Considerations"). If this should happen, press RESET. In Atariwriter, you may lose the information in your editor.

Unfortunately, Atariwriter Plus is slightly MORE limiting than Atariwriter even though it is the upgrade product. If you try to print a normal-converted pix in Atariwriter Plus, it MAY not print correctly or MAY cause a freeze-up as described above. Fortunately, hitting RESET will return you to Atariwriter Plus with your pix and text intact. This is why the compressed mode was installed into Qwik Pix.

Compressed conversion may not always work either. What to do then is to go to the Print Shop Graphics Editor and load in the original Print Shop pix you want. Try the following:

1. Redraw the pix higher or lower using the Print Shop Graphic Editor (or move it using Print Shop Companion Graphic Editor commands). Now

save it. Convert it with Qwik Pix and try printing again.

AND/OR

2. Look where your printer stopped printing. If there is a solid horizontal line in the pix, try erasing several "dots" in the line so there is less to print.

AND/OR

3. If possible, make the pix narrower in its overall design. Qwik Pix strips all the blank space from all sides of the pix. Making the pix narrower will enable it to work within the limitations of Atariwriter Plus.

These solutions are described in more detail in "Technical Considerations".

If you wish to change margins, just look for the inverse (or computer-look) "L" and "R" which represents the left and right margin resets in Atariwriter (and Atariwriter Plus). Change the numbers next to them to change margins. Don't change an "R"255 before a pix as it MAY cause the printer to print incorrectly or to freeze up.

If you wish more or less space between your letterhead and border, look for the "L" and "R" between them. Put more RETURN's in this area for more space, remove one or two RETURN's for less space.

TECHNICAL CONSIDERATIONS

Although some printers say they are Epson-compatible, they are not 100% graphically compatible with Epson printers. This section will try to give you enough information to modify pix to accomodate your printer IF you are having trouble.

Also, some changes may have to be made to your pix because of Atariwriter limitations or, because it is a bit more limiting, in Atariwriter Plus. This section covers these as well.

Word Length, Pix, and Borders

Both Atariwriter and Atariwriter Plus have a maximum word length. That means, there is a maximum number of characters that can be used without a space between characters. A space marks the end of one word and the beginning of another. Atariwriter is more forgiving in this department than Atariwriter Plus.

Notice that each "block" of a pix is actually one "word". To make these "words" as short as possible, characters are used instead of the sequence "Control-O" followed by a number. The number following the Control-O is the Atascii value of a character. Some printers seem to require the Control-O sequence and reject an actual character. The Star SG-10, for example, doesn't accept a character in the printer graphics command, at the beginning of a pix or border, that tells the printer how many "dots" to print in one pass. (Don't worry, we modified them to make sure the SG-10 will work).

Although characters shorten the word length, the less your printer is Epson graphics-compatible, the more difficulty you will encounter with Qwik Pix converted pix and borders. Try changing characters to numbers manually if you do have trouble. Again, the number following a Control-O is the Atascii value of a character. There are numerous references in which you can find the Atascii number of the characters you wish to replace. BUT BEWARE THE WORD LENGTH DRAGON!. Every character you replace, with Control-O and a number, will make the "word" longer. If it is too long, you may experience a "freeze".

Also, different printers treat the borders differently. Borders use Control-O 8 sequences to trick Atariwriter or Atariwriter Plus into thinking that their line length hasn't been exceeded. Different printers may require more or less of these "Control-O 8"s to print properly. If your border prints with spaces, add one more "Control O 8" to the beginning of every block starting with the second block. Delete one or more "Control-O 8", if your border is not printing the full length of the line.

Changing Print Shop Pix Before Using Qwik Pix

As mentioned earlier in this manual, some pix will work only if they are modified in the Graphics Editor of Print Shop, or Print Shop Companion, BEFORE they are converted. This is particularly true if the pix contains a long, continuous horizontal line. Again, Atariwriter Plus is less tolerant of these lines.

A straight line is converted into a large number of Control-O's, each followed by the same number. As an example, imagine a simple drawing of a computer with the keyboard underneath a monitor or TV. The very bottom of the keyboard will likely be a straight, horizontal line representing the bottom edge. When this imaginary pix is converted, this line becomes the last block of the pix in Atariwriter Plus. It contains Control-O, followed by the number 16, repeated 83 times! this makes it a word which is way too long for Atariwriter Plus.

What to do? Load Print Shop (or PS Companion), go to the Graphic Editor, and load in the pix. Now erase the horizontal line and redraw it one line lower (If you have Print Shop Companion, you can move the whole pix down one line.)

When Qwik Pix converts this pix, the last block now has 83 "Control-O 8"s instead of 83 "Control-O 16"s. This word is almost one-half the length it was previously because an eight is only one character while sixteen is two. Now this imaginary pix will print easily.

If your particular pix won't allow redrawing an entire line lower, try redrawing it so it is two lines with alternating dots. In other words, in the Print Shop Graphics Editor, erase every other dot in the original line. This will make the line a "dotted line" which will now permit the pix to print in Atariwriter Plus.

If you require a more solid line, go to the line below your dotted line and make a second dotted line which is staggered from the one above it.

In other words, place a dot in this second line directly underneath every space in the dotted line above it. This will not shorten things as much as the two other methods, but it will help.

Adjusting Label Spacing

When Qwik Pix converts a pix to a label, it adds all the printer commands necessary to make the label print in the same spot on every label. The final adjustment is made on the last line. You can find it by loading the label into Atariwriter, or Atariwriter Plus, choosing the Edit option, and pressing SELECT-B to go to the bottom of the label.

You will see the following:

Control-O 27 Control-O 65 Control-O 1

This is the Epson command for moving 1 seventy-second of an inch down. Your printer may require modification of this line to keep your labels from printing higher and higher as it prints more labels. On a Panasonic printer, for example, the "1" at the end of the line has to be changed to "2".

If your printer requires finer adjustment, check your printer manual to see if your printer can line space in 216ths of an inch. Three 216ths equals one seventy-second of an inch. If your printer can line space in this tiny amount, erase the 65 and put in the decimal number for this command. Then, erase the "1" and put in the number of 216ths of an inch you want your labels to move to enable perfect printing from label to label.

Adjusting Margins for Correct Printing

In Atariwriter Plus, some wide pix will print but a small group of dots appears in the lower right of the pix. This may be cured simply by adjusting the left margin at the beginning of the pix. In a letterhead or label, the first line sets the margins. It is set to a default of three. Look on the first line, in Atariwriter Plus, for the computer-look "L" followed by a "3". this is the left margin. Change the "3" to a lower value and try printing again. You may have to adjust your paper or labels in your printer, but this simple modification often does the trick.

With these modifications, your Qwik Pix converted pix should print properly. Save it all to disk for use again and again. We hope that Qwik Pix gives you a welcome new dimension to your word processing.

A GUIDE TO QWIK PIX

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Qwik Pix: The Print Shop — Atariwriter Connection

TM

TM

☐ CONVERT ☐ BORDER ☐ DISK/FILES ☐ HELP



THE FLAG
123 NASHVILLE HIGH
NEW RIDGE, GEORGIA

AA


July 4, 1986


Atari Users
Anywhere, Earth

Dear Sirs:

Create letterhead like this as easily as turning on your computer. Labels, titling, headlines, and more are all possible. The only limit is your imagination.

With **Qwik Pix** (tm), you can:

Express your feelings  In a letter.

Or announce holiday  celebrations!



Add a graphic to headers & footers. Use icons in your newsletter headline or in the article. All work is saved to disk for use again and again (try that with Print Shop letterheads!). Even add a border to your letterhead or anywhere like this:

THIS PAGE WAS PRINTED IN ONE PASS WITH ATARIWRITER & QWIK PIX CONVERTED ICONS

Qwik Pix (tm) works with any Epson 100% graphics-compatible printer. We don't have room to tell you more about the drop-down menus, border choices, mail-merge Option-Insert features, or manually modification that lets you do it all.

Don't delay! Buy **Qwik Pix** (tm) today!

Sincerely,

White Lion Software

Requires: Atari 8-Bit Computer with 48K and Disk Drive
100% Epson Graphics Compatible Printer
Print ShopTM or Print ShopTM Graphics Libraries
AtariwriterTM or Atariwriter PlusTM

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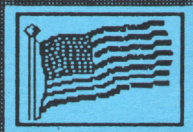
Print Shop is a trademark of Broderbund Software. Atariwriter and Atariwriter Plus are trademarks of Atari Corp.

PRINT SHOP DISK

- 0) FIRE
- 1) ANGEL
- 2) STOCKING
- 3) CAROL
- 4) FLAG
- 5) CHEF
- 6) PICNIC
- 7) CLOWN
- 8) CAT
- 9) TURKEY

◀ CHOOSE ONE ▶

ESCAPE TO EXIT



THE FLAG
123 Nashville High
New Ridge, Georgia



THE FLAG
123 Nashville High
New Ridge, Georgia



THE FLAG
123 Nashville High
New Ridge, Georgia